Junit provides a handy option of Timeout. If a test case takes more time than specified number of milliseconds then Junit will automatically mark it as failed. The **timeout** parameter is used along with @Test annotation. Now let's see @Test(timeout) in action.

Create a Class

- Create a java class to be tested say MessageUtil.java in C:\ > JUNIT_WORKSPACE.
- Add a infinite while loop inside printMessage() method.

```
* This class prints the given message on console.
public class MessageUtil {
  private String message;
   //Constructor
   //@param message to be printed
   public MessageUtil(String message) {
      this.message = message;
   // prints the message
   public void printMessage() {
      System.out.println(message);
      while (true);
   // add "Hi!" to the message
   public String salutationMessage() {
     message = "Hi!" + message;
      System.out.println(message);
      return message;
```

Create Test Case Class

- Create a java test class say TestJunit.java.
- Add timeout of 1000 to testPrintMessage() test case.

Create a java class file name TestJunit.java in C:\ > JUNIT_WORKSPACE

```
@Test
public void testSalutationMessage() {
    System.out.println("Inside testSalutationMessage()");
    message = "Hi!" + "Robert";
    assertEquals(message,messageUtil.salutationMessage());
}
```

Create Test Runner Class

Create a java class file name TestRunner.java in C:\ > JUNIT_WORKSPACE to execute Test case(s)

Compile the MessageUtil, Test case and Test Runner classes using javac

```
C:\JUNIT_WORKSPACE>javac MessageUtil.java TestJunit.java TestRunner.java
```

Now run the Test Runner which will run test cases defined in provided Test Case class.

```
C:\JUNIT_WORKSPACE>java TestRunner
```

Verify the output. testPrintMessage() test case will mark unit testing failed.

```
Inside testPrintMessage()
Robert
Inside testSalutationMessage()
Hi!Robert
testPrintMessage(TestJunit): test timed out after 1000 milliseconds
false
```